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INSTRUCTION BOOKLET

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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OUR STORY SO FAR...

One day Lester was walking through Seaport City's loading docks reading the new issue of his favorite comic, "Super Duper Hero Squad." Feeling a little tired from playing video games late the night before, he looked around for a comfortable place to finish his comic.

Without thinking, Lester stretched out on a pallet that was ready for loading onto a nearby freighter. And fell asleep.

Boy, did he pick a bad place to take a nap.

Several hours out of port he woke up and found himself in deep trouble (and more than a little seasick). The ship's captain believed his story about being an accidental stowaway. But... only in cases of extreme medical emergency could the ship return to port. And Lester wasn't <u>that</u> seasick. Yet...

So, he was along for the ride... Until the first port of call. But as chance would have it, pirates hijacked and scuttled the freighter. Luckily enough, Lester found a life vest before the ship sank and swam for the nearest tropical island.

Just before reaching the beach Lester passed out from sheer exhaustion. Now, his real adventure begins...

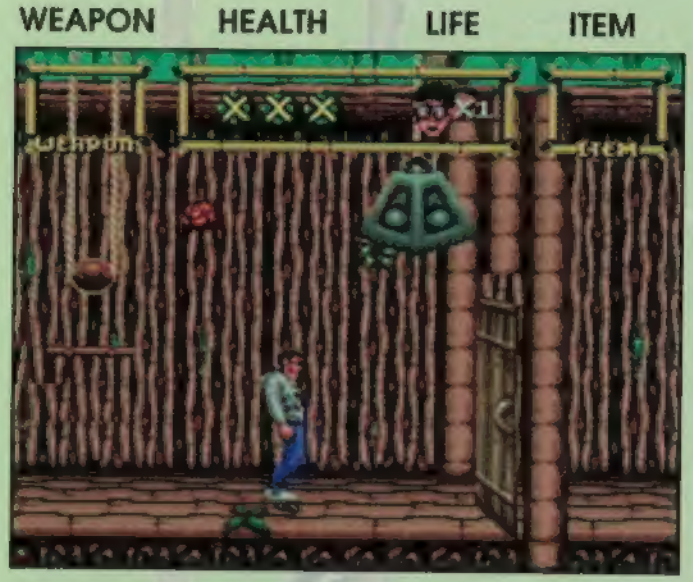
Its up to you to help Lester get back home.

GETTING STARTED

Ensure the power to your SNES unit is turned **OFF**. Insert the Game Pak into your SNES unit and turn the power **ON**. After the DTMC logo and licensing screens have cleared, the Title screen will appear. To begin the game press **START**. This will bring up the Lester introduction story. To skip a screen press the **X, Y, A** or **B** buttons. To skip the entire introduction and begin playing press **START**.

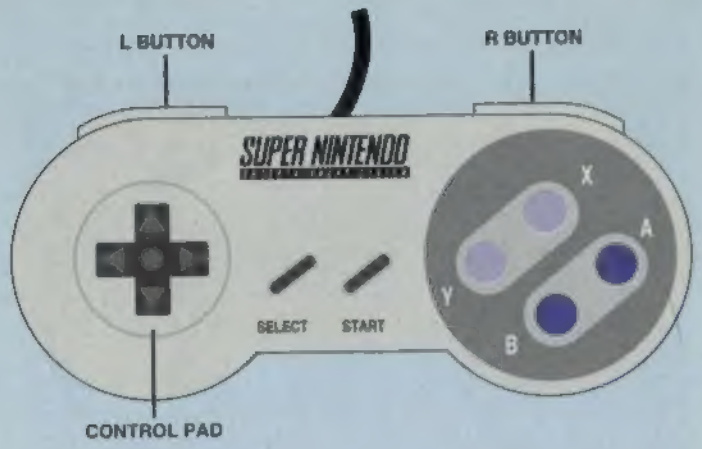
Once you have started the game you can hold the **X, Y, A**, or **B** buttons to speed up text printing. Advance to the next text window by pressing **START**. This skips the current text window sequence.

GAME SCREEN



Weapon: Lester's current weapon is shown here.
Health: Lester starts out with 3 canteens of health. Each time he takes a hit of damage, he loses one health canteen. When he loses all 3 canteens, he loses one life. Beware. Some enemies or dangers will inflict 3 hits of damage, forcing Lester to lose a life. Lester may find and drink additional canteens along the way to restore his health.
Life: Lester starts out with 3 lives.
Item: Lester's current item is shown here.

CONTROLLER



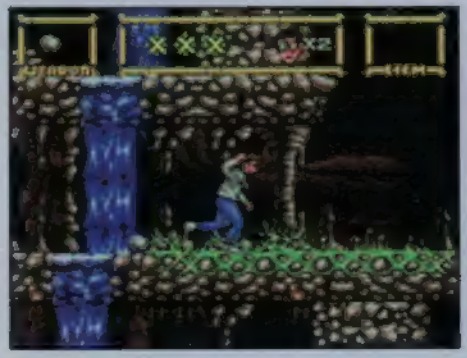
Left or **Right**	Walk left or right.
Up	Enter doorway.
Down	Crouch or climb down from a ledge.
Y + **Left** or **Right**	Run left or right.
X	Pick up, place, or use an item. Swing sword.
A	Use the weapon (If weaponless, kick.) Throw rock or boomerang. Sheathe or unsheathe sword.
B	Jump in the direction of the control. pad: up, left, right, or while running.
L or **R**	Look up or down from Lester's position.
Start	Start or Pause the game.

CONTROLLING LESTER

Kicking
When weaponless, press **A** to kick in the direction Lester faces.

Turning
Press **Left** or **Right** to turn in that direction.

Walking
Press **Left** or **Right** to walk in that direction.



Running
Hold **Y** and press **Left** or **Right** to run in that direction.

Jumping
Press **B** and **Up** to jump up. Press **B** alone to jump in the direction Lester is facing. Press **B** and **Left** or **Right** to jump a little farther in that direction.

Running leap
Press **B** while running to make a running leap. Lester can clear bigger gaps with this move.

Duck
Press **Down** to duck.

Climbing up onto waist-high obstacles
Position Lester against the obstacle. Press **B** to climb up onto it.

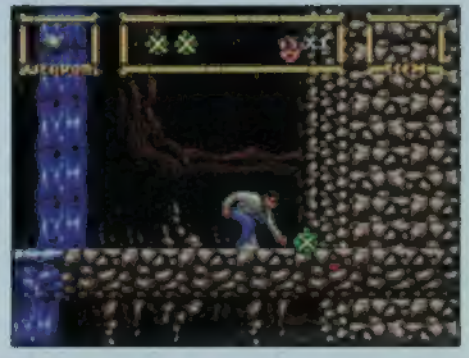
Climbing up onto a higher platform
Position Lester underneath an overhang or ledge. Jump up to grab it. Press **Up** to climb up onto the platform.

Climbing down to a lower platform
Walk to the edge of the platform. Lester will start teetering. Turn around to make him stop teetering. Press **Down** to climb down. (You may press **Up** to climb back up.) Press **Down** again to let go and drop down.

ITEMS

You'll find items in Lester's world that you can pick up. You'll know that it is an item, because it appears in the ITEM window. Use items to solve the game puzzles.

Picking up health canteens
Stand next to the canteen, facing it. Press **X** to pick it up and drink.



Picking up items or weapons
Stand next to the item or weapon, facing it. Press **X** to pick it up.

Using or placing items
Stand facing in the proper direction. Press **X** to use or place the item.

Pushing a movable object
Walk up next to the object. Keep walking in the direction you want to push the object. Press **X** to push it.

You'll find that some of the objects in Lester's world (like the large boulders) can be moved. Unlike items, you can't pick them up, but you can push them. You'll need to use some of these movable objects to solve some of the game puzzles.

Entering a doorway
Position Lester in front of the doorway. Press **Up** to enter the doorway.

Grabbing a vine
Jump in the direction of the vine. Lester will grab onto the vine, if it passes within his reach.

Swinging on a vine
While hanging onto a vine, rhythmically press **Left** and **Right** to make the vine swing farther.

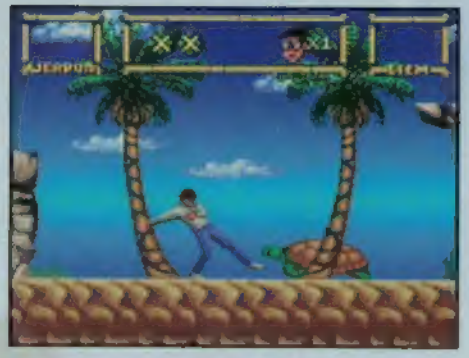
Letting go of a vine
Press **B** to jump off a vine.

Climbing up and down a ladder:
Position Lester in front of a ladder. Press **Up** or **Down** to climb up or down the ladder.

Looking up and down from Lester's current position
Press **L** to look up. Press **R** to look down. You must hold **L** or **R** for a second to make it scroll.

WEAPONS

Lester can use these weapons: kicking, a rock, a boomerang and a sword.



Kicking
When weaponless, press **A** to kick in the direction Lester faces.

Throwing a rock
First, pick up a rock. Press **A** to throw it in the direction he's facing.

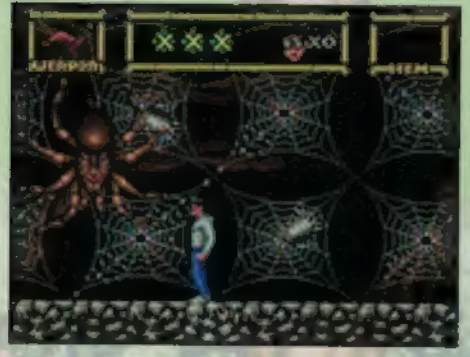
Throwing a boomerang
First, find one. Press **A** to throw it in the direction he's facing. Lester must wait until the boomerang returns to him before moving again.

Sword fighting
First, acquire a sword. Press **A** to sheathe or unsheathe Lester's sword. Press **X**, **Y**, or **B** to swing the sword. Lester can duck while his sword is drawn, but you'll need to sheathe it to jump, climb, or run.

BOSSES

Ghost: One third of a ghostly trio, he's jealous of the other two. Help him out and he'll let you pass. Make a mistake and you're toast.

Big ape: Don't let him make a monkey out of you. After all, Tikka's rooting for you.



Giant spider: She doesn't like boomerangs or Lester.

CHARACTERS

Villagers: They aren't really bad guys. Its just that contact with the pirates has made them hostile to all strangers.

Hector: He's the island's leader. The pirates are holding him hostage while they use the island as their headquarters.

Tikka: She's Hector's beautiful daughter and Lester's only friend on the island.

OBSTACLES

Lester has to overcome some obstacles along the way.

Rock formations: Lester must climb and jump his way over the rocks. Make the most of your hang time.

Collapsing earth: Lester must jump off (or over) sections of collapsing earth. Don't get a hot foot!

Boulders: Lester must climb over, move, or remove some of the boulders. Rock and roll!

Huts: Lester must run over the rooftops or search inside the huts. Look out! Where there's smoke there's fire!

Bamboo cage: If Lester is captured, he'll have to escape this puzzling prison.

Trees: Lester must climb some trees. Lester see, Lester do.

Vines: Lester must swing like a jungle king. It takes practice, though. Watch out for that tree!

Pressure plates and doors: Lester must open some doors using hidden pressure plates. Some plates open doors, some close them, and some do both. Don't let the pressure get to you.

Spider Web: Lester must pass through the spider's lair. "Help me!"

ENEMIES

These are out to damage Lester's health.

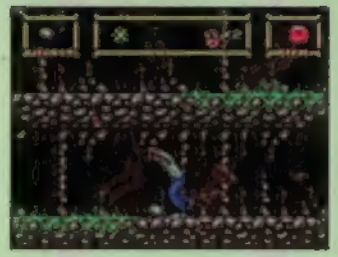
Turtles: Don't turn your back on these 2-faced turtles.

Crabs: Sandy claws, all right, but nowhere near the North Pole.

Seagull: A giant mutant gull. Look out below!

Tikis: Their eyes seem to follow you everywhere.

Ghostly hands: Those grabbing hands grab all they can. In this case a full life!



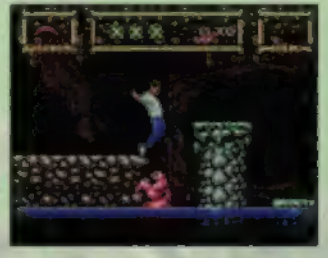
Bats: They may be blind as bats, but they can see you.

Piranhas: They sure do grow big in these parts.

Snakes: Sometimes a snake is just a snake.

Leopard: Run for your life or lose it.

Little spiders: Eensie weensie only when compared to momma.



Albino cave monster: Don't worry, it's just happy to see you...not!

Pirates: What grungy guys: sportin' earrings and tattoos!

HAZARDS

These hazards also damage Lester's health.

Falling too far: If Lester falls (or jumps) from too high, he'll lose one health canteen.
Sharp rocks: If Lester falls (or jumps) onto the sharp rocks, he'll lose one life.
Poison darts: If Lester gets hit by a poison dart, he'll lose one life.
Subterranean fire: If Lester falls (or jumps) into a fire pit, he'll lose one life.
Falling stalactites: If Lester gets hit by a falling stalactite, he'll lose one health canteen.
Dripping acid: If Lester gets hit by dripping acid, he'll lose one health canteen.
Spears: If Lester gets hit by a spear, he'll lose one life.
Bonfire: If Lester gets singed by the fire, he'll lose one life.
Giant flower's pollen: If Lester inhales a lungful of pollen, he'll lose one health canteen.
Pendulum: If Lester gets hit by the swinging weight, he'll lose one life.
Water: If Lester falls (or jumps) into water, he'll lose one life.

Boulder avalanche: If Lester gets hit by the boulder avalanche, he'll lose one life.
Lava: If Lester gets caught by flowing lava or lands in a lava pool, he'll lose one life.
Descending ceiling: If Lester gets squashed by the descending cave ceiling, he'll lose one life.
Spikes: If Lester gets spiked in the cave, he'll lose one life.
Rolling barrel: If Lester gets hit by the rolling barrel, he'll lose one health canteen.
Dynamite: If Lester gets too near an exploding stick of dynamite, he'll lose one life.

CONTINUE

If you lose all 3 Lester's, you get three more chances to continue your game, restarting at the beginning of the level with fully restored health and weapons.

To continue a game: use the control pad to select "YES" or "NO", then press **START** before time runs out.

HINTS & TIPS

1) Use the **L** and **R** buttons to look before you leap.

2) Important items could be hidden anywhere, be sure you look in every nook and cranny.

3) You'll need to swing between 2 vines to safely finish the Jungle level. Read about vine swinging (pg. 15), if you are having trouble.

4) Wait until snakes start to fall, then move out from under them.

5) When it comes to giant spiders, discretion is the better part of valor.

6) Develop your skills in running and jumping. You'll need it for the leopard.

7) If you think you've reached a dead end, there may be a puzzle to solve using items and movable objects found on the island.

8) Treat the caverns like a maze.

9) Some pressure plates open more than one door.

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